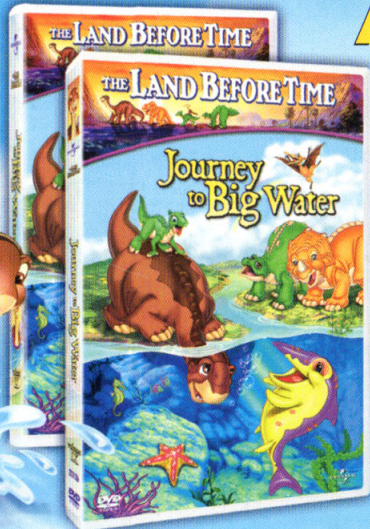


DIVE INTO AN ALL-NEW ADVENTURE!



**OWN IT ON
VIDEO & DVD
DECEMBER 10!**

**Including An
All-New Song
Sung By
Donny Osmond**

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PlayStation®



SLUS-01481



WARNING: READ BEFORE USING YOUR PLAYSTATION® GAME CONSOLE.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation game console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation game console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNOFFICIAL PRODUCT:

The use of unofficial products and peripherals may damage your PlayStation game console and invalidate your console warranty.

HANDLING YOUR PLAYSTATION DISC:

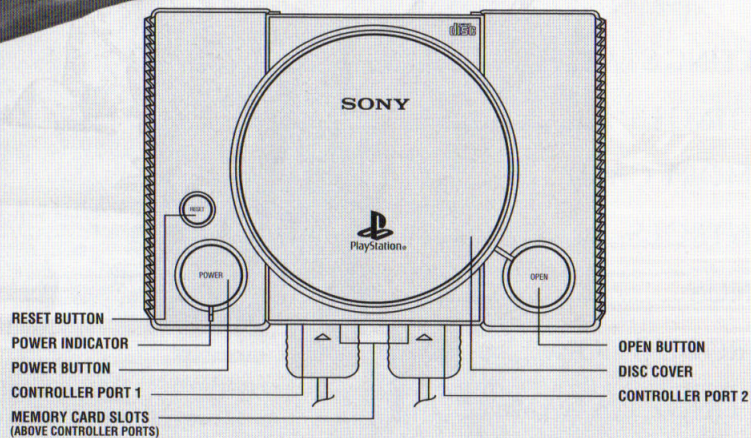
- This compact disc is intended for use only with the PlayStation game console.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

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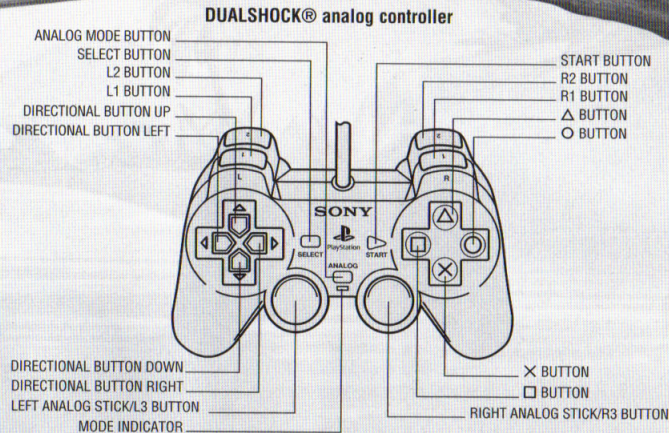


GETTING STARTED



Setup your PlayStation® game console according to the instructions in the Instruction Manual. Make sure the power is off before inserting or removing a compact disc. Insert The Land Before Time™: Big Water™ Adventure disc and close the Disc Cover. Insert game controllers and turn on the PlayStation game console. Follow on-screen instructions to start a game.

SETTING UP



The Land Before Time™: Big Water™ Adventure is a one-player game and only makes use of controller port 1. A DUALSHOCK® analog controller may be used, but is not required.

MEMORY CARD

This title uses MEMORY CARD slot 1 exclusively. A MEMORY CARD, sold separately, is optional for The Land Before Time™: Big Water™ Adventure game. A memory card can be used to save and resume a game so that progress is not lost. After the introduction, the game checks for a memory card. If a memory card is not inserted, a prompt appears as a reminder that games cannot be saved without the memory card. Do not insert or remove a memory card while loading or saving a game because problems may occur.

An option is given in the next screen to play without using a memory card. If you choose this option the game will continue, but you won't be able to save your game.

CONTROLS

CONTROLLER SET UP

Move left or right.....Directional buttons
JumpX button or □ button
Head Butt or Tail WhipO button or △ button
Say Hello to Mo.....L1, L2 , R1 or R2 buttons
PauseSTART button

MENUS

Menus appear at specific times, such as when the game is paused or when saving or resuming games. Use the controls to navigate through the menus:

Up.....Up directional button
DownDown directional button
SelectX button
Go Back.....△ button



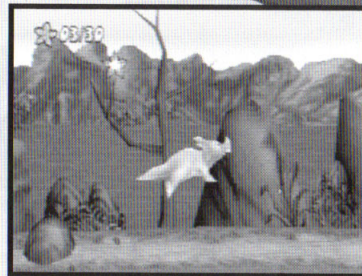
INTRODUCTION

Here's how the dinosaurs' journey begins...

A terrible storm has struck the Great Valley™, with skywater falling for days. Rivers have overflowed their banks and some creatures have even been washed into the Valley from the Big Water™. Littlefoot and his friends discover one of these creatures, a new swimmer called Mo. They befriend him and resolve to help return their new friend to his home in the Big Water™.

They will need your help to journey along with Mo out of the Great Valley™ and find their way through the Soggy Swamp and through the Mountain Pass to the Big Water™. There Mo can rejoin his family and play his own favorite jumping game. But be careful! Mo isn't the only creature the skywater pushed into the Great Valley™!

You can play the part of Littlefoot, Cera, Ducky or Spike as you travel through strange new worlds, searching for a way to help Mo get home. Petrie, your flying friend, will help you throughout your journey. Along the way you'll encounter obstacles and other challenges that stand in your way. Avoid danger by following Petrie's instructions, and collect Treestars™ as you navigate through each level. Petrie also has some games to play with you, so be sure to visit him!



SETTING UP A GAME

MAIN MENU

New Game

This takes you to the Name screen. Use the directional buttons to highlight letters, and press the \times button to select them. To change a letter, highlight and select "Delete" and the last chosen letter will be deleted. To add a space, highlight and select "Space." When you have finished entering a name, highlight and select "OK." This will bring up the Character Select screen. If you want to go back to the Main Menu, press the \triangle button.

Continue

This loads a previously saved game. This title uses MEMORY CARD slot 1 exclusively. Use the directional buttons to highlight one of your saved games, then press the \times button to select that game. When the Character Select screen appears, choose a character and press the \times button to resume play at the next uncompleted level. If you want to go back to the Main Menu, press the \triangle button.

Options

This takes you to the Options screen. Here you can adjust music or sound volume, or turn the Vibration Function on or off.

To adjust the music volume, highlight the MUSIC selection, then use the left and right directional buttons to adjust the volume slider.

To adjust the sound effects volume, highlight the SOUND EFFECTS selection, then use the left and right directional buttons to adjust the volume slider.

To turn the vibration function on or off, highlight the VIBRATION selection, then press the \times button to change the selection from ON to OFF, or from OFF to ON.

From the Options menu, use the \triangle button to go back to the Main menu.



Credits

Shows the credits for the game.

SELECT A CHARACTER

At the Character Select screen you can choose which character to play in the game. Use the directional buttons to bring a character to the foreground, and press the \times button to select that character. Choosing Littlefoot, Cera, Spike or Ducky will start the main game. Choosing Petrie will bring up Petrie's Puzzle Game. Mo can't be selected when the game begins. Once you have completed the game with all four characters you can select Mo and play his Big Water™ Racing Game.

SELECT AN AREA

After you select a character you choose a level to play. For a saved game, only the levels already completed and the next uncompleted level may be chosen. Use the directional buttons to highlight a level and press the \times button to begin the game on that level. Press the \triangle button to go back to the Character Select screen.

PETRIE'S PLACE

Select Petrie to go to Petrie's Place. Use the directional buttons to highlight a selection, and press the \times button to make your choice. Press the \triangle button to go back to the Character Select screen.

Petrie's Game

This takes you to the Select a Puzzle screen. Use the directional buttons to highlight a selection, and press the \times button to make your choice. Press the \triangle button to go back to Petrie's Place. At the beginning of the game only a few puzzles will be available, but as you collect more Treestars™, you'll be able to select more and more puzzles!

To assemble a puzzle use the directional buttons to fly Petrie over a puzzle piece, then press the \times button to select that piece. Now use the directional buttons to fly Petrie and the piece over a square on the puzzle board and press the \times button again to place the piece. If the piece is incorrectly placed the colors will be yellowed. Once all the pieces are in the right places you'll get a surprise! You can press the \triangle button at any time to return to the Select a Puzzle screen.



Puzzle Movie Gallery

This takes you to the Select a Puzzle Movie screen. Use the directional buttons to highlight a selection, press the \times button to make your choice and see the movie. Only the movies from completed puzzles are selectable. While the movie is playing you can press the \triangle button at any time to return to the Select a Puzzle Movie screen.

Game Movie Gallery

This takes you to the Select a Game Movie screen. Use the directional buttons to highlight a selection, press the \times button to make your choice and see the movie. Only the movies you have unlocked while playing the game are selectable. While the movie is playing you can press the \triangle button at any time to return to the Select a Game Movie screen.

MO'S BIG WATER™ RACING

Select Mo to go to Mo's racing game in the Big Water™. This game is only available once you've played through the main game with all four players. Use the directional buttons to guide Mo left, right, forward, and backward in the water, and press the \times button to make him jump through the hoops. Jump through all the hoops to see a special animation!

PAUSING A GAME

Use the START button to pause game play at any time.

PAUSED GAME MENU

Use the directional buttons to highlight a selection, and press the \times button to make your choice.

Options

Displays the Options menu where you can adjust music or sound volume or turn the Vibration function on or off. (See page 6)

Exit Level

Returns you to the Level Selection screen without saving the game.



Return to Menu

Returns you to the Main Menu without saving the game.

Press the \triangle button to go back to the Pause Game menu.

SAVING A GAME

The game will automatically be saved at the end of each level if you are using a MEMORY CARD. This title uses MEMORY CARD slot 1 exclusively.



HOW TO PLAY



Your prehistoric pals have to help Mo get back home! Help each character get through four different levels on their way to the Big Water™. Guide your favorite dinosaurs to run, jump, slide, head butt and tail whip their way through all kinds of obstacles. Carefully leap across pools of red lava. Jump onto logs and float across ponds and down rivers. Jump onto geysers and get carried high in the sky. Head butt or tail whip obstacles in your way. Be careful not to fall down ravines!

The goal is to navigate to the end of each level. Along the way, try to collect as many Treestars™ as you can. If you need help, listen to Petrie's suggestions as he flies by.



TREESTARS™

As you travel through the levels, collect the Treestars™ scattered everywhere. To pick up a Treestar™ just walk right over it and add it to your collection. The number of Treestars™ you have collected on a level and the total number there are to find on a level are displayed in the upper left corner of the screen. When you have collected enough Treestars™ more puzzles will become available in Petrie's Place!



CREDITS

DEVELOPED BY

CE Digital Illusions Canada, Inc.

Design and Direction

Gary Corriveau

Design and Production

Tom Galt

Lead Programmer

Matthew Moss

Programmers

Scott Abdey
Andrew Berdan
Jason Biro
Laurie Corriveau
Claudette Critchley
Scott Pinkerton
Torbjorn Soderman

Artist Supervisors

Marc Brassard
Jeremy Price

Texture Artist Supervisor

Birgit Schulz

Texture Artists

Julio Ceron
Wendy Young

Character Artist

Mark Choy

Menu Art

Chris Elliott

Additional Art

Jean Apollinaro
Mark Maia
Peter Vlachodimitris
Nick White

In-Game Movie Supervisor

Denis Cawson

In-Game Movies

Daniel Aberin
Dan Rickard

Movie Conversions

Mike Hart

Sound and Music

Dave Kerr

QA Lead

Damir Slogar

PC Lead Programmer

Torbjorn Soderman

PC Programming

Jason Biro

Special Thanks

Mike Caissie
Fredrik Liliegren
Carol Stark

PUBLISHED BY

TDK Mediactive, Inc.

Executive Producer

Vincent Bitetti

Executive Producer in Charge of Production

Steve Ryno

Senior Producer

Tim Goodlett

Producers

Jeremy Rosenthal
Noah Dudley
Erika Pedersen

PD Coordinator

Adeline Petros

Quality Assurance Director

Donn Nauert

Quality Assurance Lead Tester

Erik Van Rooy

Quality Assurance Team

Dave T.M. Astremitzkov
Tim Adamson
Tom Anderson

President and COO

Shin Tanabe

CFO

Martin Paravato

Executive VP,

Business Development

Daniel Kletzky

VP, Global Marketing

Stefan Serwe

VP, Sales

Michael Devine

VP, Operations

Lorena Billig

VP, Human Resources

Eugene Code

Brand Director

Susan Fuller

Brand Manager

Fran Cooley

Special Thanks

Universal Consumer Products Group:
Bill Kispert
Julie Chebbi
Todd Whitford

Amblin Entertainment:

Barbara Farrow
Randy Nellis

Illustration and Manual

Gregory Harsh, Beeline Group

NOTES

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The TDK Mediactive Product Support Department provides technical support, customer service and game hints. There are several different ways to receive assistance:

ONLINE SUPPORT

TDK Mediactive provides support via the World Wide Web 24 hours a day, seven days a week. The address is www.tdk-mediactive.com

EMAIL SUPPORT

A representative will promptly and personally answer e-mail inquiries. Requests should be e-mailed to support@tdk-m.com. Please include a detailed description of the situation.

TELEPHONE SUPPORT

Live representatives are available by telephone Monday through Friday 8:00am to 6:00pm PST at (818) 707-7063

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TDK Mediactive products can now be ordered over the phone. The number is (800) 877-4778. Please note that the order line is not equipped to handle technical issues.

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TDK Mediactive
4373 Park Terrace Drive
Westlake Village, CA 91361
Attn: Product Support

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